RAY::Cache< RAY::ModelAnimation >

- _dataLoader
- _dataUnloader
- _cache

+ Cache()
+ Cache()
+ ~Cache()
+ operator=()
+ fetch()

-_animationsCache

RAY::ModelAnimations

- _animationsPtr
- _animations
- _animationCount
- _filePath

+ ModelAnimations()
+ ModelAnimations()
+ ~ModelAnimations()
+ operator=()
+ operator[]()
+ operator[]()
+ at()
+ at()
+ getAnimationsCount()
+ getFilePath()